

Bulge: British Force

Ram Armoured Squadron			British	LB223	72
Ram Armoured Squadron HQ	LB223	12			
3x Ram (6 pdr)		12			
Ram Armoured Troop	LB224	12			
3x Ram (6 pdr)		12			
Ram Armoured Troop	LB224	12			
3x Ram (6 pdr)		12			
Ram Armoured Troop	LB224	12			
3x Ram (6 pdr)		12			
Firefly (Late) Armoured Troop	LB225	21			
3x Firefly (late 17 pdr)		21			
Crusader AA Troop	LB139	3			
2x Crusader AA (Twin 20mm)		3			

Support			British		21
Land Mattress Rocket Troop	LB210	16			
4x Land Mattress		16			
Sherman OP Observation Post	LB213	1			
1x Sherman OP (MG)		1			
Daimler Armoured Car Troop	LB178	2			
2x Daimler (2 pdr)					
1x Dingo (MG)		2			
Daimler Armoured Car Troop	LB178	2			
2x Daimler (2 pdr)					
1x Dingo (MG)		2			

Bulge: British Command Cards			British		7
12th Manitoba Dragoons Staghound		6			
Command Card 12th Manitoba Dragoons Staghound		3			
• Total cards: (2 selected)					
Lucky		1			
Command Card Lucky		1			

Bulge-British Unit Count: 11 Total Points : 100

Card List:

12th Manitoba Dragoons Staghound
 Lucky
 LB139 Crusader AA Troop
 LB178 Daimler Armoured Car Troop
 LB210 Land Mattress Rocket Troop
 LB213 Sherman OP Observation Post
 LB223 Ram Armoured Squadron HQ
 LB224 Ram Armoured Troop
 LB225 Firefly (Late) Armoured Troop

Pick List:

2 Crusader AA (Twin 20mm)
 4 Daimler (2 pdr)
 2 Dingo (MG)
 3 Firefly (late 17 pdr)
 4 Land Mattress
 12 Ram (6 pdr)
 1 Sherman OP (MG)

LAND MATTRESS ROCKET TROOP

MOTIVATION

FEARLESS 3+

Gun
Counterattack
5+

SKILL

VETERAN 3+

Gun
Assault
5+

IS HIT ON
CAREFUL 4+

SAVE

4+



4x Land Mattress
2x Land Mattress

16 POINTS

8 POINTS

SPECIAL RULES

Forward Firing: Weapon can only hit targets fully in front of the Team.

Large Gun: Cannot be placed in a building. Cannot be placed from Ambush within 16"/40cm of the enemy.

Salvo: Salvo Bombardments use a 10"/25cm square Salvo Template rather than the normal 6"/15cm Artillery Template. A Salvo Template may not be placed within 6"/15cm of a friendly Team.

Saturation Bombardment: Each Land Mattress rocket launcher counts as two weapons firing.

B210

LAND MATTRESS ROCKET TROOP

• GUN UNIT • LARGE GUN •



TACTICAL

2"/5CM

TERRAIN DASH

2"/5CM

CROSS COUNTRY DASH

4"/10CM

ROAD DASH

6"/15CM

CROSS

5+

WEAPON

Land Mattress

HALTED MOVING

64"/160CM SALVO

ANTI-TANK POWER

2 4+

Forward Firing
Saturation Bombardment

DAIMLER ARMOURED CAR TROOP

• TANK UNIT • SCOUT • SPEARHEAD •

MOTIVATION

CONFIDENT 4+

Scout
Counterattack
6

Scout
Last Stand
5+

SKILL
VETERAN 3+

Scout
Assault
4+

IS HIT ON
CAREFUL 4+

AMOUR

1

1

0



FRONT
SIDE & REAR
TOP

1 1 0

TACTICAL

8"/20CM

TERRAIN DASH

10"/25CM

CROSS COUNTRY DASH

14"/35CM

ROAD DASH

36"/90CM

CROSS

4+

WEAPON

Daimler (2 pdr)

RANGE

24"/60CM

HALTED MOVING

2 2

ANTI-TANK POWER

1 1 7 4+

FIRE-POWER

4+ 4+

NOTES

Overworked
No HE, Overworked

Daimler (Littlejohn)

RANGE

24"/60CM

HALTED MOVING

2 2

ANTI-TANK POWER

1 1 8 4+

FIRE-POWER

4+ 4+

NOTES

No HE, Overworked

Daimler & Dingo (MG)

RANGE

16"/40CM

HALTED MOVING

3 3

ANTI-TANK POWER

3 3 2 6

DAIMLER ARMOURED CAR TROOP

ARMOURED CAR TROOP



1x Daimler (2 pdr)
1x Daimler (Littlejohn)
1x Dingo (MG)

3 POINTS

2x Daimler (2 pdr)
1x Dingo (MG)

2 POINTS

OPTIONS

• Add one Dingo (MG) for +1 point.

SPECIAL RULES

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

Overworked: +1 To Hit for Moving ROF. Scout: Team can remain Gone to Ground while moving.

Spearhead: Unit can move before the game to expand the Deployment Area.

B178



RAM ARMoured SQUADRON HQ



MOTIVATION

CONFIDENT 4+

Determined
Remount **2+**

SKILL

TRAINED 4+

• TANK FORMATION •



IS HIT ON
CAREFUL 4+

ARMOUR

FRONT 6

SLIDE & REAR 5

TOP 1

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

Ram (6 pdr)

RANGE

28"/70CM

HALTED

2

MOVING

1

ANTI-TANK

11

FIRE-POWER

4+

RAM (MGs)

16"/40CM

4

4

2

6

NOTES



RAM ARMoured SQUADRON HQ



ARMoured SQUADRON HQ

3x Ram (6 pdr)

2x Ram (6 pdr)

12 POINTS

8 POINTS



BULGE RAM ARMoured SQUADRON

1 Ram Armoured Squadron HQ (LB223)

2-4 Ram Armoured Troop (LB224)

0-1 Ram Armoured Troop (LB224)

or Firefly (late) Armoured Troop (LB225)

0-1 Stuart Recce Patrol (LB106)

0-1 Crusader AA Troop (LB139)



SHERMAN OP OBSERVATION POST



MOTIVATION

CONFIDENT 4+

Scout
Last Stand **6**

Observer
Counterattack **5+**

SKILL

VETERAN 3+

• TANK UNIT •
• INDEPENDENT •
• OBSERVER •
• SCOUT •



IS HIT ON
CAREFUL 4+

ARMOUR

FRONT 6

SLIDE & REAR 4

TOP 1

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

3+

WEAPON

Sherman OP (MGs)

RANGE

16"/40CM

HALTED

4

MOVING

4

ANTI-TANK

2

FIRE-POWER

6

NOTES



SHERMAN OP OBSERVATION POST



SHERMAN OP OBSERVATION POST

1x Sherman OP

1 POINT

You must field:

• 25 pdr Field Troop, or

• Sexton Field Troop, or

• Land Mattress Rocket Troop, or

• Priest Field Troop, or

• Airborne 75mm Light Troop

before you can field a Sherman OP.

SPECIAL RULES

Independent: Unit cannot Charge into Contact or take an Objective, and is ignored for Victory Points.

Observer: Team can Spot for any friendly Artillery Unit

Scout: Team can remain Gone to Ground while moving.

B213

B223



FIREFLY (LATE) ARMoured TROOP



MOTIVATION

CONFIDENT 4+

Determined
Remount 2+

TRAINED 4+



• TANK UNIT •

IS HIT ON
CAREFUL 4+

ARMOUR

FRONT 6

SIDE & REAR 4

TOP 1

TACTICAL

10"/25cm

TERRAIN DASH

12"/30cm

CROSS COUNTRY DASH

18"/45cm

ROAD DASH

20"/50cm

CROSS

3+

WEAPON

Firefly (late 17 pdt)

RANGE

36"/90cm

HALTED

2

MOVING

1

ANTI-TANK

15

FIRE-POWER

3+

NOTES

No HE

Firefly (MG)

16"/40cm

3

3

2

6



RAM ARMoured TROOP



MOTIVATION

CONFIDENT 4+

Determined
Remount 2+

TRAINED 4+



• TANK UNIT •

IS HIT ON
CAREFUL 4+

ARMOUR

FRONT 6

SIDE & REAR 5

TOP 1

TACTICAL

10"/25cm

TERRAIN DASH

12"/30cm

CROSS COUNTRY DASH

18"/45cm

ROAD DASH

20"/50cm

CROSS

3+

WEAPON

Ram (6 pdt)

RANGE

28"/70cm

HALTED

2

MOVING

1

ANTI-TANK

11

FIRE-POWER

4+

NOTES

Ram (MGs)

16"/40cm

4

4

2

6



FIREFLY (LATE) ARMoured TROOP



**FIREFLY
ARMoured TROOP**

3x Firefly (late 17 pdt)

21 POINTS

SPECIAL RULES

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

B225



RAM ARMoured TROOP



**RAM
ARMoured TROOP**

3x Ram (6 pdt)

12 POINTS

B224